



Introduction to Agile Project Management

- 9:30 **Intro warm-up activity**
- 10:00 Waterfall project management approaches Agile and iterative project management
- 10:45 **Why web/digital is different**
Iterative approaches may be more appropriate for web projects
- 11:15 COFFEE
- 11:30 In-depth look at iterative development
- Stories**
Development is planned in terms of stories
Story extraction activity
- Estimation**
Using planning poker and other methods to estimate stories
Story estimation activity
- 1:00 LUNCH
- 2:00 **Prioritisation**
Identify stories which are the highest priority
- Iterations**
Identify a group of high-priority stories to implement within a short, fixed timeframe
Prioritisation and iteration identification activity
- Tests**
How do you know when you're finished?
Use of manual and automated tests to manage the iteration
Test identification activity
- 3:15 TEA
- 3:30 **Velocity**
Understanding the power and capacity of your teams and planning accordingly
Velocity calculation activity
- Meetings**
What kind of meeting do you need to run and Agile project?
How are they structured? How are they run?
Daily stand-up meeting activity
- Role of the Project Manager**
How does the role of the project manager differ in an Agile project?
What is their role? What are their responsibilities?
- 5:00 END